EAST Search History

EAST Search History (Prior Art)

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L2	23	((BART) near2 (BARENBRUG)).INV.	US-PGPUB; USPAT; USOCR	OR	ON	2011/06/16 17:03
L3	8	((BARTOLOMEUS) near2 ("VAN GEEST")).INV.	US-PGPUB; USPAT; USOCR	OR	ON	2011/06/16 17:03
L4	18	((KORNELIS) near2 (MEINDS)).INV.	US-PGPUB; USPAT; USOCR	OR	ON	2011/06/16 17:03
L29	11164	(3D and image and views and travers$3)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2011/06/16 17:39
L30	69	29 and (shader and color and rasterizer)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2011/06/16 17:40
L31	8	30 and (depth NEAR4 field)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2011/06/16 17:40
L33	36	(raster$4 OR ("3D" adj3 d NEAR4 raster$4)) AND ((z ADJ3 values) OR (depth NEAR4 image) OR (Z ADJ3 pyramid) OR (depth NEAR4 buffer) OR (Z ADJ3 buffer) OR depth) AND (("3" ADJ3 d) NEAR4 render) AND (primitives OR polygones OR triangles) AND (primitives OR polygones OR triangles) AND ((vertex NEAR4 shader) OR (pixel NEAR4 shader) OR (shader NEAR4 model) OR (shader NEAR4 language) OR (fragment NEAR4 shader))	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2011/06/16 17:44

L34	0	(raster$4 OR ("3D" adj3 d NEAR4 raster$4)) AND ((z ADJ3 values) OR (depth NEAR4 image) OR (Z ADJ3 pyramid) OR (depth NEAR4 buffer) OR (Z ADJ3 buffer) OR depth) AND (("3d" ADJ3 d) NEAR4 render) AND (primitives OR polygones OR triangles) AND (primitives OR polygones OR triangles) AND ((vertex NEAR4 shader) OR (pixel NEAR4 shader) OR (shader NEAR4 model) OR (shader NEAR4 language) OR (fragment NEAR4 shader))	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2011/06/16 17:44
L35	102	(raster$4 OR (3d NEAR4 raster$4)) AND ((z ADJ3 values) OR (depth NEAR4 image) OR (Z ADJ3 pyramid) OR (depth NEAR4 buffer) OR (Z ADJ3 buffer) OR depth) AND ((3d) NEAR4 render) AND (primitives OR polygones OR triangles) AND (primitives OR polygones OR triangles) AND ((vertex NEAR4 shader) OR (pixel NEAR4 shader) OR (shader NEAR4 model) OR (shader NEAR4 language) OR (fragment NEAR4 shader))	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2011/06/16 17:45
L36	0	35 and (z-stack adj construc$4)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2011/06/16 17:45
L37	0	35 and (z-stack)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2011/06/16 17:45

L38	0	35 and (z$1stack)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2011/06/16 17:45
L39	3793	(345/?, 715/?, 386/?).ccls.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2011/06/16 17:46
L40	58	39 and ((3D and image and views and travers $3))	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2011/06/16 17:46
L41	0	40 and (shader and color and rasterizer)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2011/06/16 17:46
L42	0	40 and (shader and color and rasteriz$3)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2011/06/16 17:46

EAST Search History (Interference)

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L5	23	((BART) near2 (BARENBRUG)).INV.	US-PGPUB; USPAT; UPAD	OR	ON	2011/06/16 17:04
L6	8	((BARTOLOMEUS) near2 ("VAN GEEST")).INV.	US-PGPUB; USPAT; UPAD	OR	ON	2011/06/16 17:04
L7	18	((KORNELIS) near2 (MEINDS)).INV.	US-PGPUB; USPAT; UPAD	OR	ON	2011/06/16 17:04
L8	0	5 and (3D and image and views and travers$3).clm.	US-PGPUB; USPAT; UPAD	OR	ON	2011/06/16 17:10
L9	0	6 and (3D and image and views and travers$3).clm.	US-PGPUB; USPAT; UPAD	OR	ON	2011/06/16 17:10

L10	0	7 and (3D and image and views and travers$3).clm.	US-PGPUB; USPAT; UPAD	OR	ON	2011/06/16 17:11
L11	0	7 and (3D and image and views and traverse).clm.	US-PGPUB; USPAT; UPAD	OR	ON	2011/06/16 17:11
L12	0	7 and (3D and images and views and traverse).clm.	US-PGPUB; USPAT; UPAD	OR	ON	2011/06/16 17:11
L13	0	5 and (3D and images and views and traverse).clm.	US-PGPUB; USPAT; UPAD	OR	ON	2011/06/16 17:11
L16	2	5 and (shader and color and rasterizer).clm.	US-PGPUB; USPAT; UPAD	OR	ON	2011/06/16 17:21
L17	1	6 and (shader and color and rasterizer).clm.	US-PGPUB; USPAT; UPAD	OR	ON	2011/06/16 17:22
L18	1	7 and (shader and color and rasterizer).clm.	US-PGPUB; USPAT; UPAD	OR	ON	2011/06/16 17:22
L19	1	7 and (shader and color and rasterizer and views).clm.	US-PGPUB; USPAT; UPAD	OR	ON	2011/06/16 17:22
L20	1	5 and (shader and color and rasterizer and views).clm.	US-PGPUB; USPAT; UPAD	OR	ON	2011/06/16 17:22
L21	3009	(345/?, 715/?, 386/?).ccls.	US-PGPUB; USPAT; UPAD	OR	ON	2011/06/16 17:26
L22	0	21 and (shader and surface and primitives and rasteriz$3)	US-PGPUB; USPAT; UPAD	OR	ON	2011/06/16 17:31
L23	1	21 and (shader and rasteriz$3)	US-PGPUB; USPAT; UPAD	OR	ON	2011/06/16 17:31
L24	0	21 and (screen same space same resample)	US-PGPUB; USPAT; UPAD	OR	ON	2011/06/16 17:36
L25	266	21 and ((screen same space same resample) or grid)	US-PGPUB; USPAT; UPAD	OR	ON	2011/06/16 17:36
L26	0	25 and (shader and rasteriz$3)	US-PGPUB; USPAT; UPAD	OR	ON	2011/06/16 17:36
L27	31	25 and (views and primitives and color)	US-PGPUB; USPAT; UPAD	OR	ON	2011/06/16 17:37

L28	11143	(3D and image and views and travers$3)	US-PGPUB; USPAT; UPAD	OR	ON	2011/06/16 17:39

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